

THE ETERNAL CHAMPIONS BREAK LOOSE - INSIDE!



# Sonic

the comic

starting  
**SONIC**  
THE HEDGEHOG



**WIN**

**SUPER  
SONIC  
VIDEOS!**



**SHINOBI**

**ON THE EDGE - CAN HE HACK IT?**



# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey Boomers!

Next issue STC is 21 issues old - more than a good reason to celebrate. So we're going to give you some presents (you heard right).

In two weeks time get ready to receive a free **Sonic Super Spinner!** This awesome mini-frisbee spins faster than the Cool Blue One himself! In STC 22 for the **STC Tattoo Set!** Mark yourself as a major Sonic fan with these exclusive temporary tattoos - guaranteed to come off, leaving you remarkably unblemished.

What do you mean it's not enough?

Right then, in this issue we have 24 sets of the the **Adventures of Sonic The Hedgehog** videos for you to get your grasping mitts on. Each set features two cassettes of episodes from the Sonic animated TV show (now also appearing on Channel 4's 'The Big Breakfast' show).

You want more?

Okay, how about news of the next **Sonic The Poster Mag?** Due out next week **STPM** no. 3 stars, you guessed it, Sonic in not only a brand-new poster but also a brand-new 6-page comic strip. Stake out your local newsie now and try not to be crushed in the stampede to buy it!

Could you possibly want

anything else? No, I thought not.

*Megadroid*

## "Why Haven't You Printed My Letter?"

### HOW TO SEE YOUR NAME IN STC

Hundreds of letters and drawings arrive in the STC office every week. Only a select few get chosen to appear in Speedlines. Why?

Well, space is the main problem - we just don't have room to print all your missives in each issue. However, there is another factor behind what gets chosen - quality. The sad fact is a small number of letters and drawings just aren't good enough to appear in STC.

How do you make sure your work gets a better chance of getting selected? Follow these simple guidelines for a chance at fame, fortune and your name in STC!

### LETTERS

1. Keep your letters short and to the point.
2. Write neatly and clearly.
3. Include your name and full address (if you don't we can't send you a prize!).

### DRAWINGS

1. Draw in ink on white paper.
2. Avoid using pencil or crayon - our printers have a problem photographing them.
3. Write your name and address clearly on the back of each picture you send.
4. Be original! Don't just copy pictures out of the comic - try to come up with your own ideas. Original drawings get noticed!

### GENERAL

1. We cannot return drawings and photographs unless you send a stamped, self-addressed envelope.
2. Write your name and address on the back of your photographs - they sometimes get separated from your letters.
3. Don't challenge us not to print your letter - because we probably won't!

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non-changer new entry re-entry

### MEGA DRIVE

1. ALADDIN
2. SENSIBLE SOCCER
3. STREETFIGHTER 2 CHAMP ED.
4. SONIC SPINBALL
5. MORTAL KOMBAT
6. SONIC THE HEDGEHOG 2
7. ROBOCOP V TERMINATOR
8. FI
9. RE PGA TOUR GOLF 2
10. MICRO MACHINES

### MEGA CD

1. THUNDERHAWK
2. SONIC CD
3. NIGHT TRAP
4. SILPHEED
5. LETHAL ENFORCERS
6. ECCO THE DOLPHIN
7. SEWER SHARK
8. FINAL FIGHT
9. RE HOOK
10. BATMAN RETURNS

### MASTER SYSTEM

1. SONIC CHAOS
2. JUNGLE BOOK
3. MORTAL KOMBAT
4. OLYMPIC GOLD
5. JURASSIC PARK
6. RE MICKEY MOUSE
7. WINTER OLYMPICS
8. RE PRINCE OF PERSIA
9. THE FLINTSTONES
10. RE GOLDEN AKE

### GAME GEAR

1. SONIC CHAOS
2. JUNGLE BOOK
3. ECCO THE DOLPHIN
4. SONIC THE HEDGEHOG 2
5. PGA TOUR GOLF
6. COOL SPOT
7. WINTER OLYMPICS
8. BATMAN RETURNS
9. RE SHINOBI 2
10. RE CHUCK ROCK

ELSPA CHARTS COMPILED BY GALLUP

## HUMAN ERROR: STC 17

Apologies to everyone who had trouble finding copies of STC no.17 last month. Distribution problems caused that particular issue to go on sale a few days later than normal.

Thanks to all those Boomers - or their 'minders' - that called the STC offices to find out where STC 17 was. It was good to hear that each new issue of Britain's Only Official Sega Comic is such an eagerly-awaited event!

Hopefully you all managed to get hold of issue 17 eventually. If you didn't keep an eye open for the new STC Back Issue Service, starting soon!

- **Editor:** Richard Burton
- **Asst. Editor:** Deborah Tate
- **Designer:** Clare Gilmore
- **Cover Art:** Ian Howard
- **Managing Editors:** Steve MacManus
- **Publisher:** Chris Power

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SONIC AND TAILS ANSWER A CALL FOR HELP FROM THE PEOPLE OF THE HILL TOP ZONE.

# Sonic

THE HEDGEHOG

HILL TOP TERROR



LOOK AT THAT VOLCANO, SONIC.

NO KIDDING! YOU MEAN THE MOUNTAIN WITH ALL THE SMOKE COMING OUT OF IT? BRILLIANT OBSERVATION!

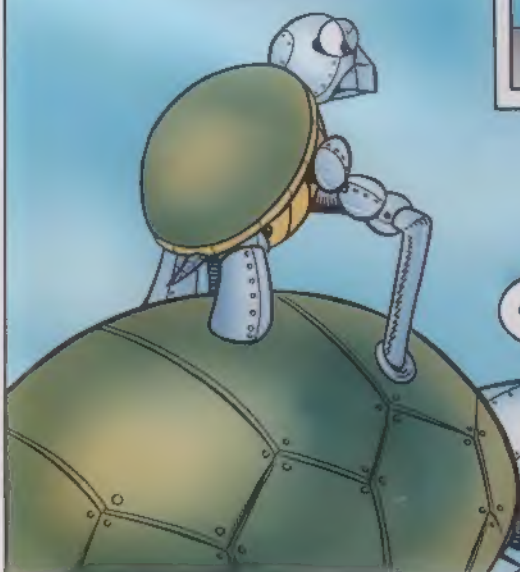
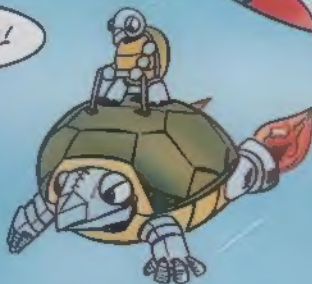


SONIC! LOOK OUT!

TURTLOIDS!



LOOKS LIKE WE'RE EXPECTED!

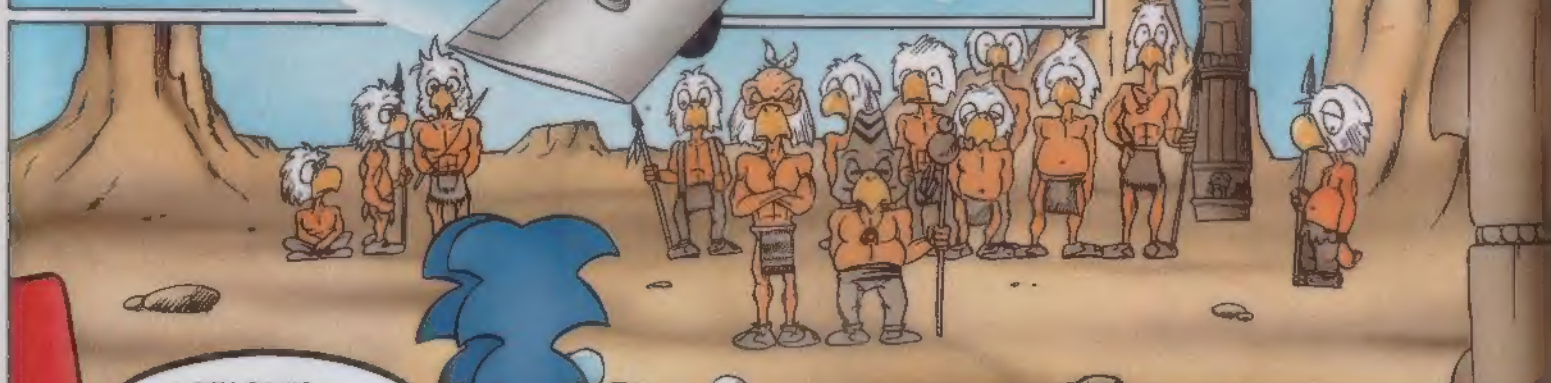
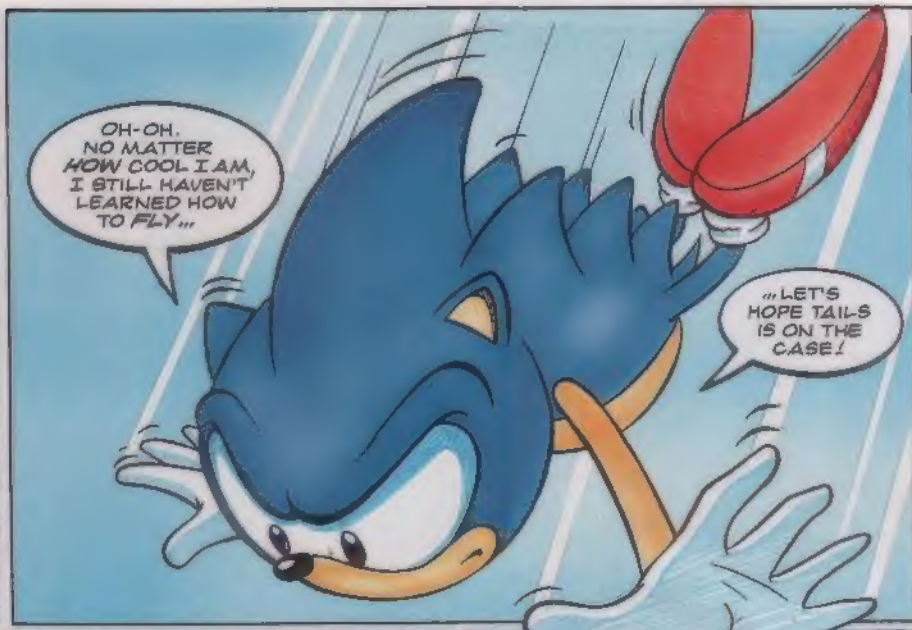


BE CAREFUL, SONIC!

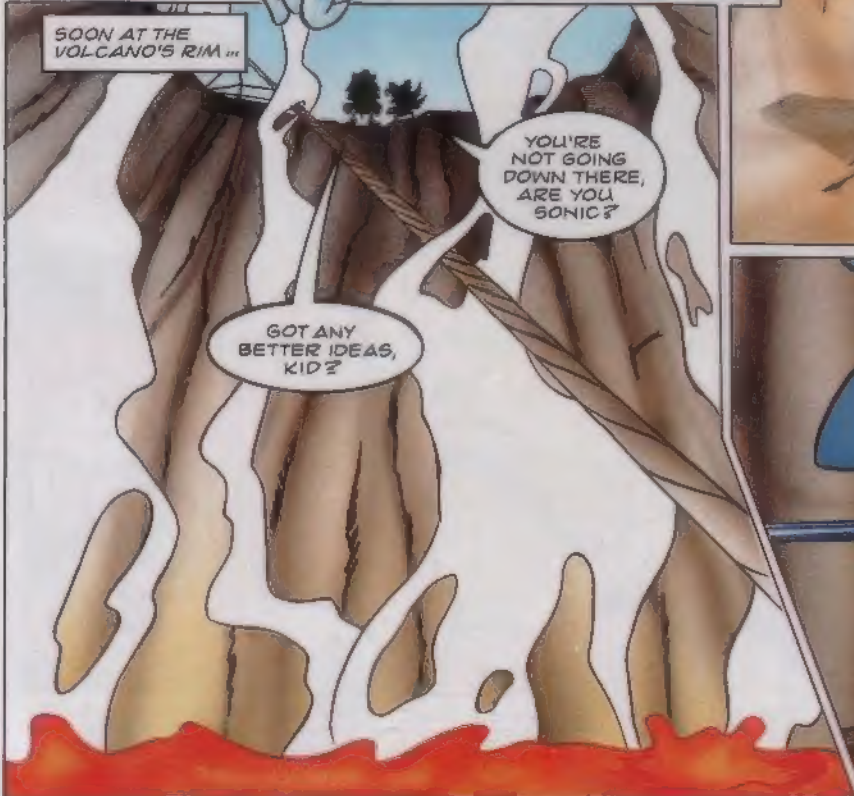
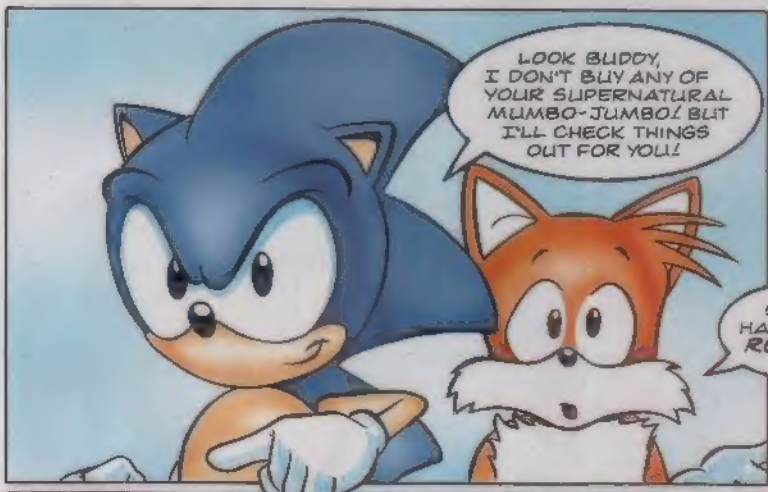
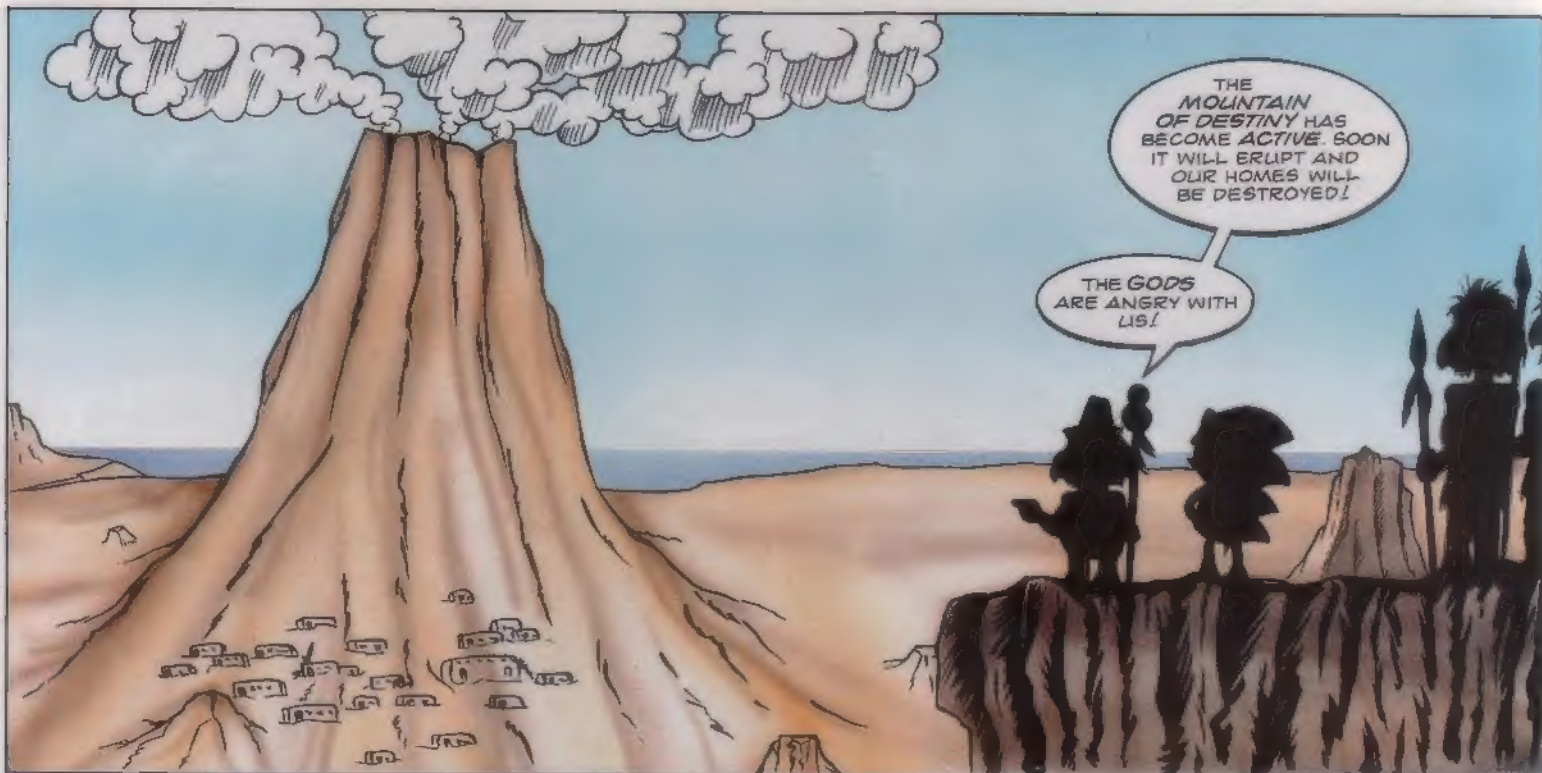


YOU'RE TALKING TO THE WRONG HEDGEHOG, PIXEL BRAIN! IT'S THESE CREEPS WHO SHOULD WORRY!











RRARGH!

SONIC!  
WE'RE FALLING!

WORSE THAN  
THAT, BUDDY... I  
WAS JUST WRONG  
ABOUT SOME-  
THING!

MY  
TAILS CAN  
ONLY CARRY  
US BOTH FOR  
A FEW  
MINUTES...

TRY  
AND MAKE  
IT TO THAT  
LEDGE OVER  
THERE, BUDDY.  
IT'S OUR ONLY  
CHANCE!

OH, NO! IT'S  
HAPPENED AGAIN!  
SONIC HAS CHANGED  
INTO...

RAAAAA!

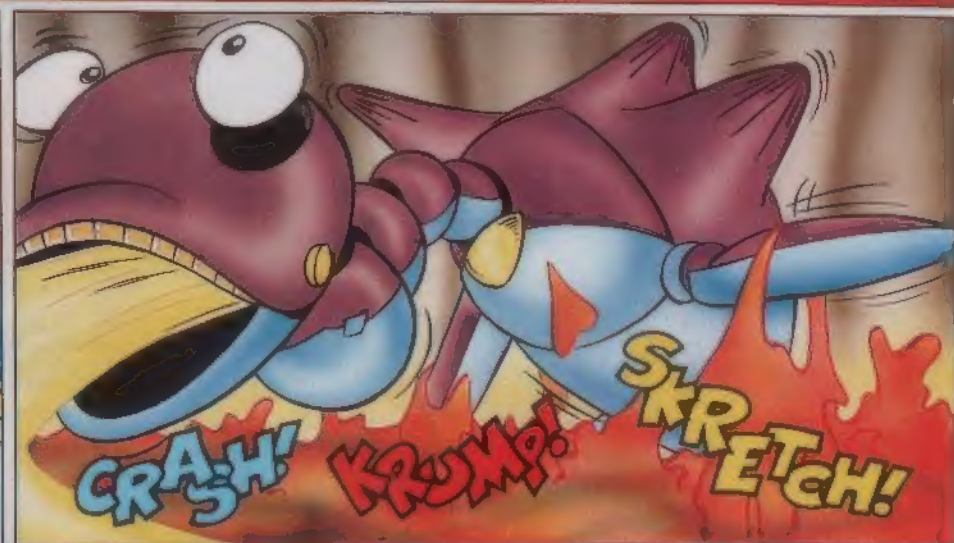
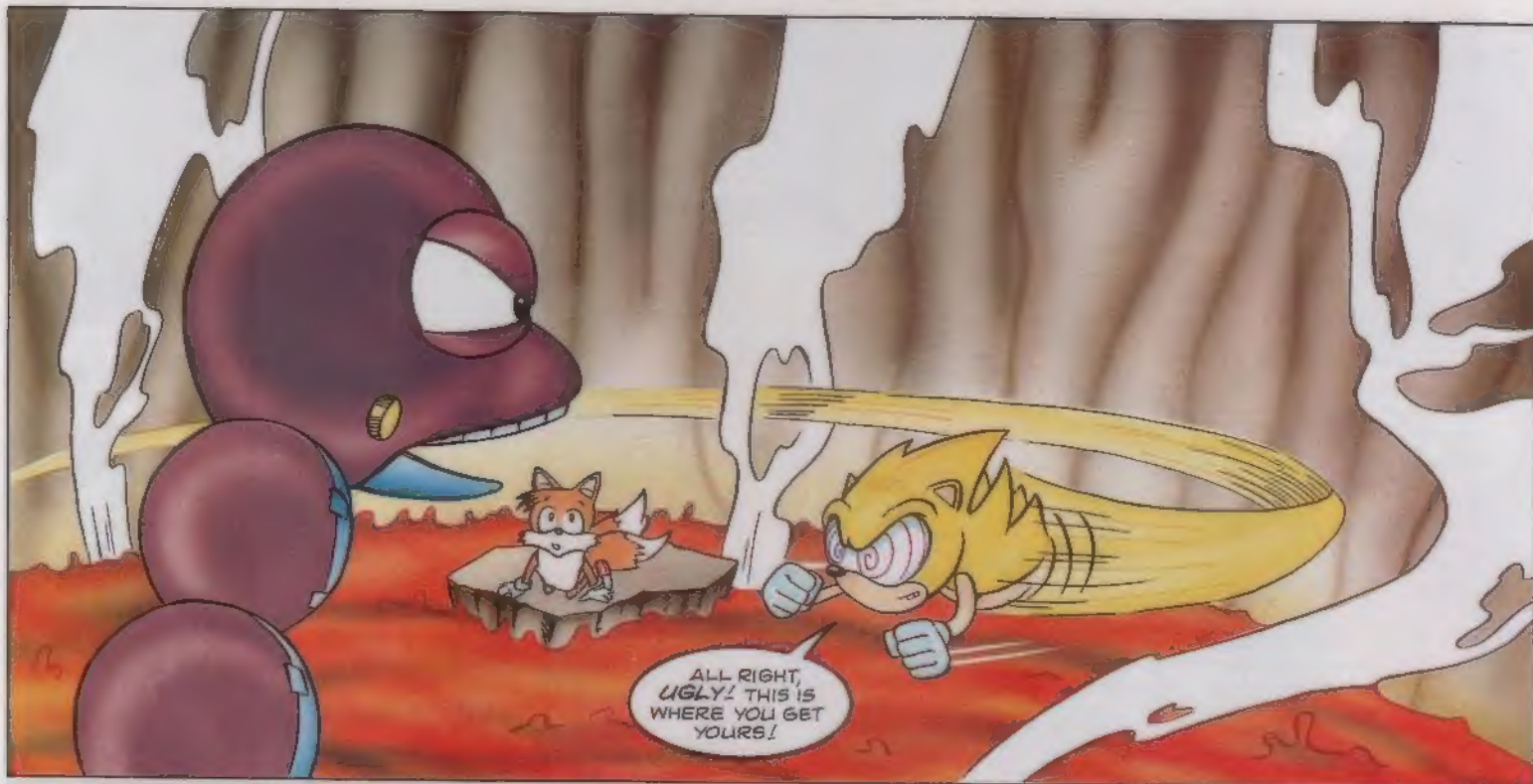
SONIC!  
I... I'M SORRY,  
SONIC... I JUST  
CAN'T MAKE IT!  
I CAN'T SAVE  
YOU.

NO  
PROBLEM...  
RRR... I DON'T  
NEED YOU NOW...  
RRRA...

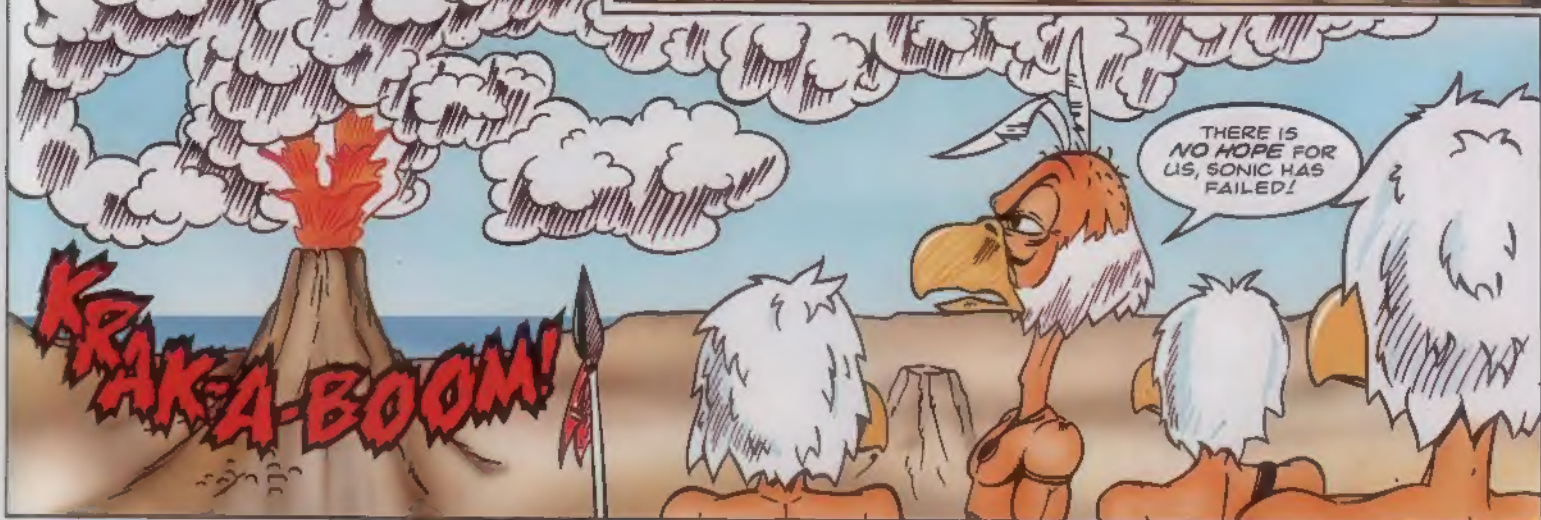
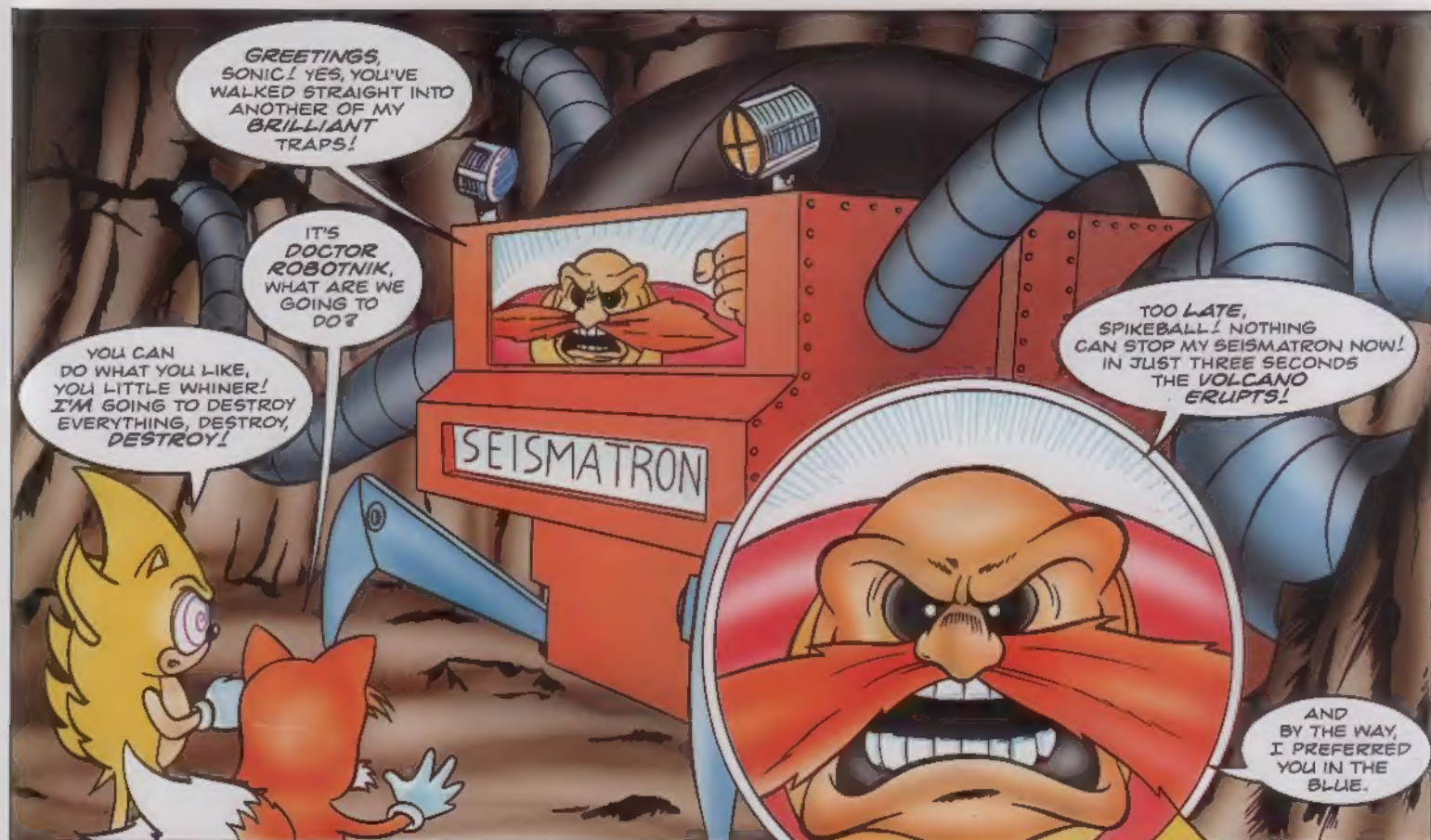
**SUPER  
SONIC!\***

\* WHEN SONIC IS TRAPPED IN A DESPERATE  
SITUATION, THE STRESS CAN CAUSE THIS  
MYSTERIOUS TRANSFORMATION. EVEN SONIC  
DOESN'T REALLY KNOW HOW IT HAPPENS.

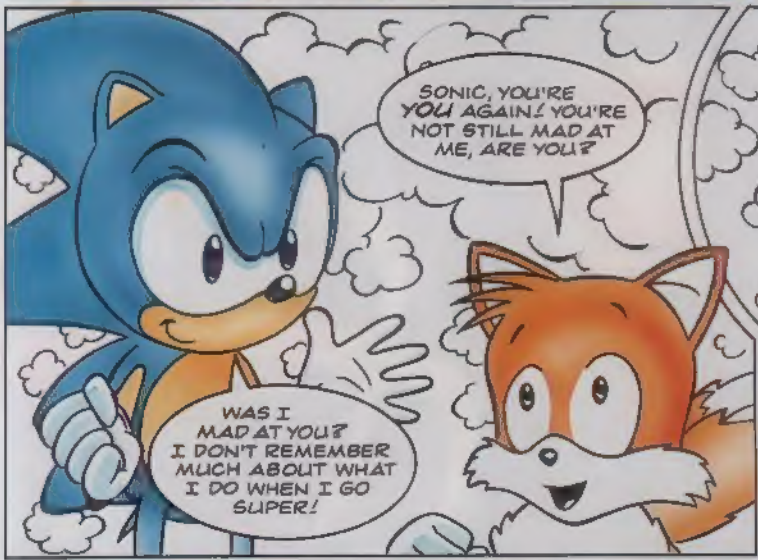












NEXT ISSUE: GIRL TROUBLE!



# REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: Steve May & Vincent Low.

## PRIZEFIGHTER

game type: SPORTS  
1 PLAYER



Prepare to pump those muscles for **Prizefighter** is the latest hot title to hit the Mega CD. It enables you to take on some of the world's meanest fighters, who in turn, try their best to rearrange your features. **Prizefighter** is no mere computer-style boxing game. You get the opportunity to box with real professionals.

The introduction is amazing as the controller exits the changing room to face the hordes of press and public. There are ten boxers to choose from, but you have to earn the right to choose the best seven by winning several bouts. The selection includes: Mega Joe, T Rex, or Honeyboy, to compete against The Kid. You can set your power points between your left and right hands or your stamina.

As this game contains actual film footage, you really feel as if you are there as you make your entrance into the arena. The introductions are made in the glare of the ring and the whole game is filmed from the first person perspective, featuring actors and an audience.

During the fight, your opponent dances mischievously around you, although you can block, punch, or slip away from his attacks. It takes a while to time your punches just so, but when at last you have perfected your timing, there is unadulterated pleasure in watching your opponent fly backwards in slow motion and collapse in a heap on the canvas. There are also some nice touches with the referee describing the fighters as 'hotter than a thermo-nuclear war!'

Overall, **Prizefighter** is a good start to sports games appearing on the Mega CD, and it's really is like being there. - VL



Mega Drive



Mega CD



Master System



Game Gear

## STC Rating System

under 40% - Yawnsville  
40 - 70% - Normalville  
70 - 80% - Fun City  
80 - 90% - Big Time City  
over 90% - Mega City!

## WIZ 'N' LIZ

game type: ARCADE  
1-2 PLAYERS

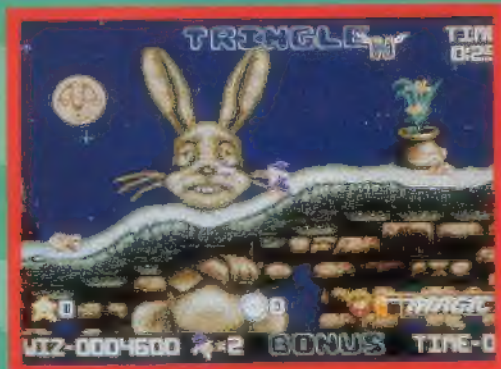


They say imitation is the greatest form of flattery. I say it sucks. It's only worth imitating something if you can deliver a lookalike that's just as much fun as the original, or at least mutate it into something else of moderate interest. Let's put it this way: **Wiz 'n' Liz** will look very familiar to readers of *Sonic The Comic*.

You need more? Imagine the first *Sonic* game - only without the Spiked One, Robotnik, the coins, and the addictive action. Are you beginning to get the picture? Now replace our hip hog with a witless wizard, but keep the speedy sprites and rolling horizontal runways, and pepper the playing field with cute Bunnies that transform into letters, fruits and bonus items when you run over them. For good measure, throw in a few lame end-of-level bosses (because that's what games like this have, right?), and Eureka - you have **Wiz 'n' Liz**, or at least a cartridge that's painfully similar.

OK. It's not all bad. There's no denying that this is a colourful looking slice of arcadia. There's a lot of detail in the backdrops and the opening credits are very nicely done. But neat graphics do not a good cart make.

After fifteen minutes of struggling to maintain an interest in this nonsense, I just wanted to plug in the game that clearly inspired it and remind myself exactly how fine and fresh that first *Sonic* adventure was. Alternatively, I might dig out and dust down *Defender*. Now that's what you call a game. - SM.



## FAST FAX

PUBLISHER PRICE  
SEGA £49.99  
(2 DISCS)

### GRAPHICS

\*\*\*\*\* 90

### SOUND

\*\*\*\*\* 88

### PLAYABILITY

\*\*\*\*\* 65

### RAVES : GRAVES

Very realistic.



Controls are slightly lacking.



OVERALL

75%

## FAST FAX

PUBLISHER PRICE  
PSYGNOSIS £44.99

### GRAPHICS

\*\*\*\* 65

### SOUND

\*\*\* 60

### PLAYABILITY

\*\* 50

### RAVES : GRAVES

Lots of colourful bunnies.



Derivative and uninvolving.



OVERALL

61%



# REVIEW Zone

EXTRA

## SOCCER MANIA!

### FIFA INTERNATIONAL SOCCER

1-4 PLAYERS



## FAST FAX

PUBLISHER PRICE  
ELECTRONIC ARTS £44.99

### GRAPHICS

..... 95

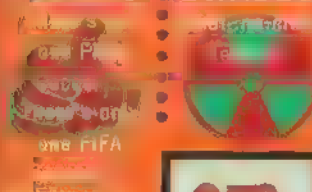
### SOUND

..... 95

### PLAYABILITY

..... 90

### RAVES & GRAVES



95%



## 1-4 PLAYERS

PUBLISHED	PRICE
-----------	-------

## 65

## SOUND

65

## PLAYABILITY

95

100

1111

80%

This game delivers a no-frills, fast and furious dose of soccer action. Its arcade style soccer games by

So highly addictive, even if its graphics and sound are not exactly in the Premier League. You look straight down onto the smooth scrolling pitch and can choose to battle it out in cups, leagues, or international tournaments.

**Sensible Soccer** is designed to make passing and dribbling easy. Even a beginner can imitate one of Gazza's famed linking runs. Its speed is a big plus and in a single game there's hardly time to catch your breath. What it lacks visually it makes up for in raw energy and fun.

One of the game's best features is that you can create your very own soccer heaven. Leagues can be created, saved on the cartridge and played over a series of weeks. You can even choose which month our competitions start affecting the weather and which pitch conditions you play under. The teams that inhabit these leagues can be your own creations or you can use **Sensible Soccer's** sixty teams to fill them up. You might want to pair Liverpool and Barcelona with the likes of Crisp Flavours XI whose star strikers Salt & Vinegar and Pickled Onion regularly find the target. A real **Sensible Soccer** has tons of options, kicking, rackets and the usual substitutions. It will appeal to those who love a quick and fun kick-about.

## SUNDAY LEAGUE VIEWS

league soccer is played by a  
who really love the game. These  
young players, scoring a goal on a  
in front of a handful of on  
as if the

down to Molesur Park out-  
side of London a team called Charing Cross  
Association made out their home  
ground in the 19th century.

[illegible]

“If you haven’t got the ball you can’t score goals.”

14. Cough



Three "microfilm" packs, Ar 1181-40.

## Suburbs

"Put the game in a different league, Brian."<sup>37</sup>



# THE ETERNAL CHAMPIONS

## PART 2

NAKANO INDUSTRIAL  
DOES DIFFERENT THINGS  
WITH DIFFERENT PEOPLE

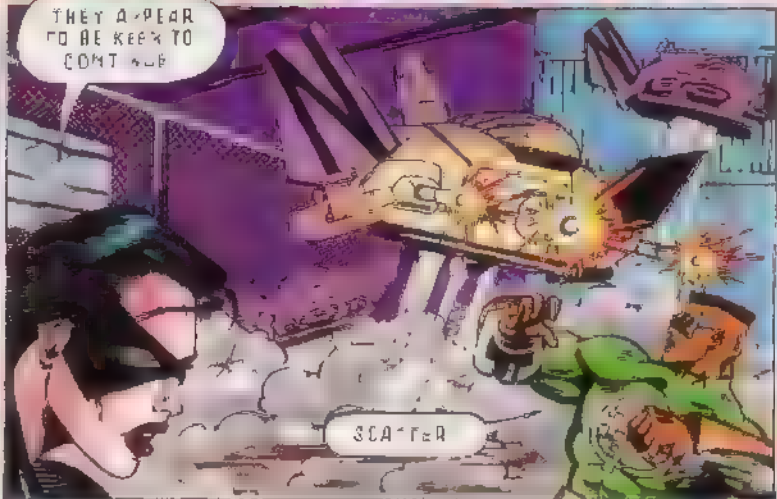
THE ECONOMISTS OF TOKYO  
HAVE THE BEST GROWING HOUSING  
AND OPERATE TO INTER-  
NATIONAL ARMS TRADERS  
IN A HI-TECH WEAPONS  
PALACE

AND TO TRANS-TIME FIGHTING TEAM  
THE ETERNAL CHAMPIONS. IT'S  
THEIR NEXT STAGE FOR ACTION

CHAMPIONS, FOLLOW  
THE BATTLE PLAN AND  
STAY ON GUARD



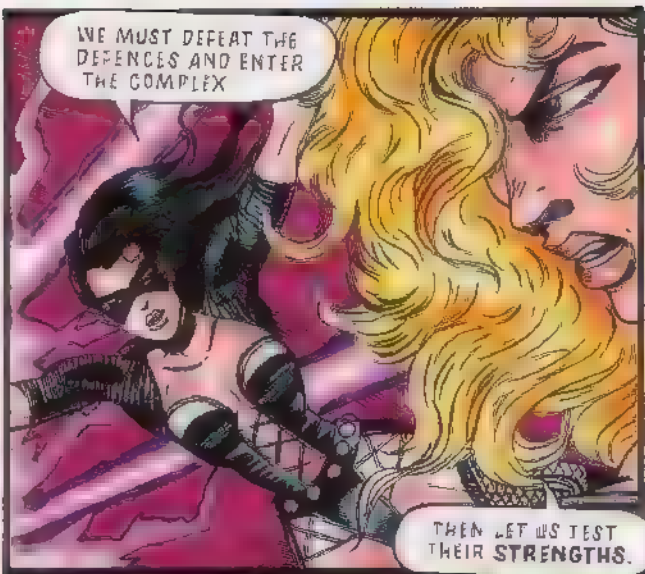
NAKANO INDUSTRIES ALREADY  
HAS SOME OF THE TWENTIETH  
CENTURY'S MOST POWERFUL  
WEAPONS. IT IS OUR TASK TO  
ENSURE THEY DON'T DEVELOP  
THEIR SECRET BIO-KEY PROJECT.



THEY APPEAR  
TO BE KEPT TO  
COMBAT


SCAFFER






WE MUST DEFEAT THE DEFENCES AND ENTER THE COMPLEX

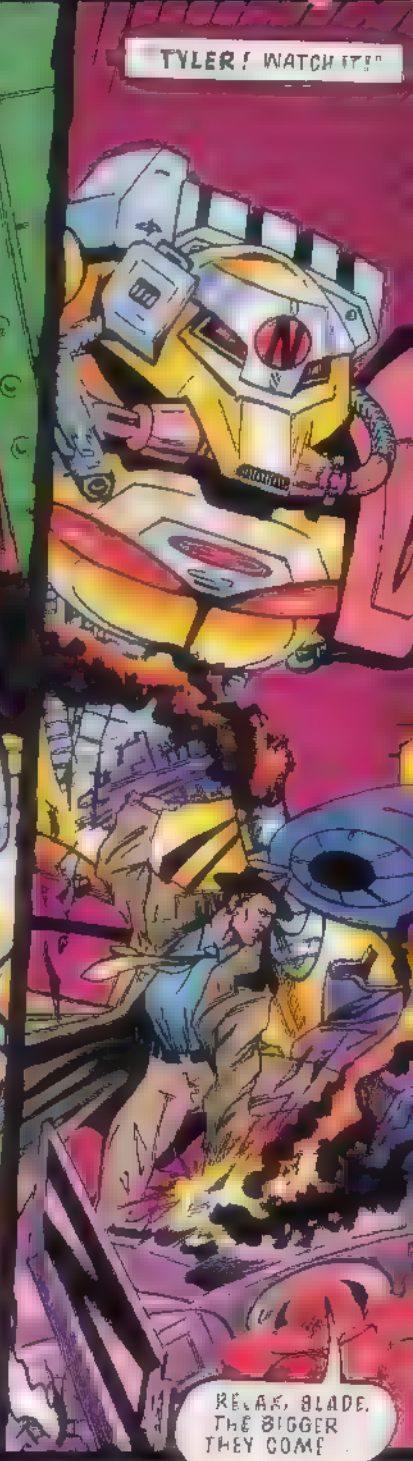
THEN LET US TEST THEIR STRENGTHS.




THEIR SPEED MEANS NOTHING TO THE LAST SON OF ATLANTIS.



COMRADES IT SEEMS WHAT THEY POSSESS IN SPEED, THEY LACK IN STRENGTH



TYLER! WATCH IT!



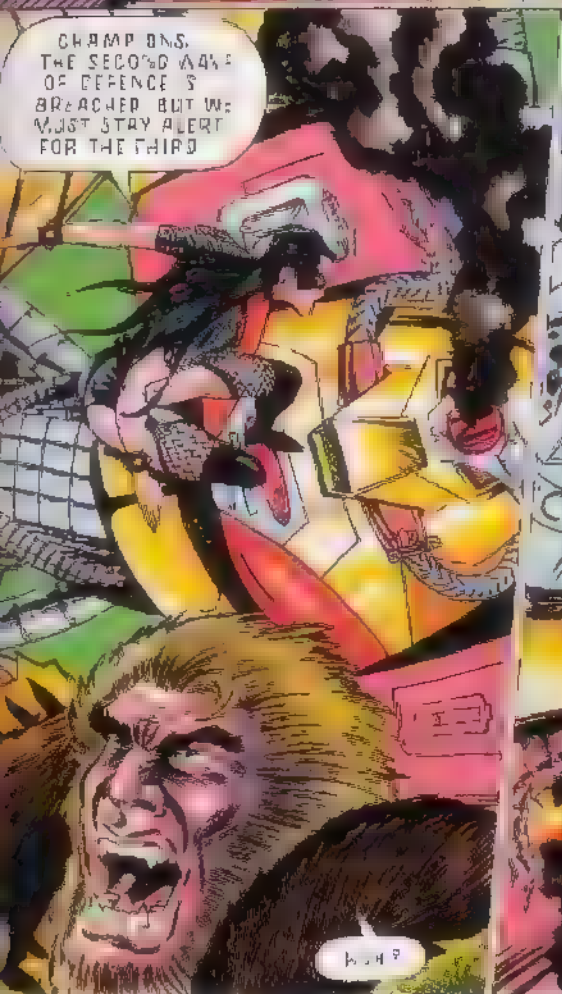
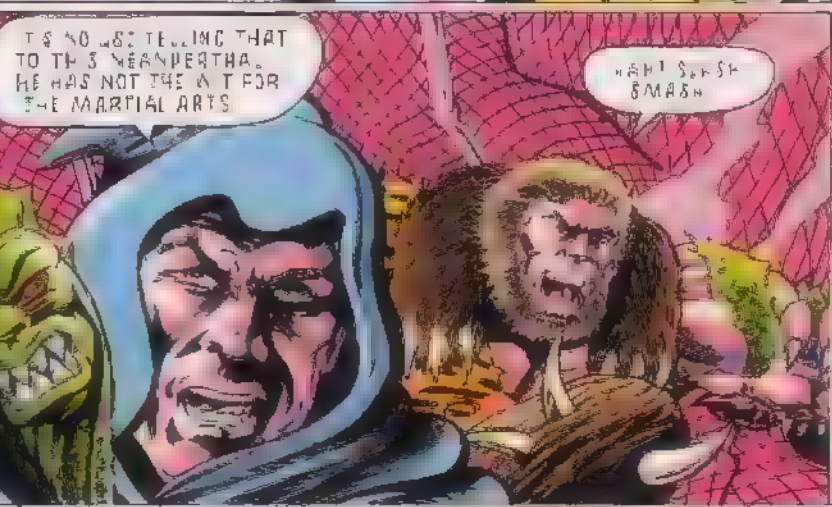
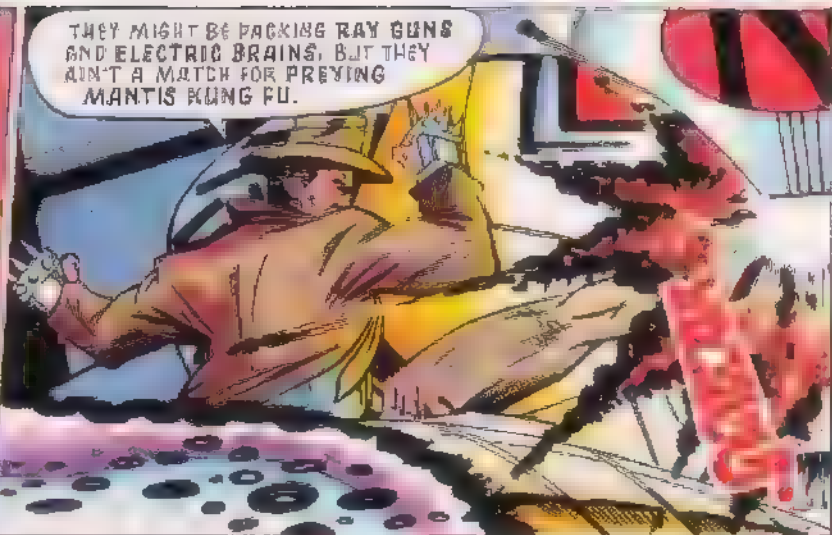
THE FISH-MAN'S GOT NOTHING TO BOAST ABOUT. ME AND BLADE'S BLASTED MOST OF THESE SLICKERS

THEY'RE JUST THE FIRST WAVE LOOK!

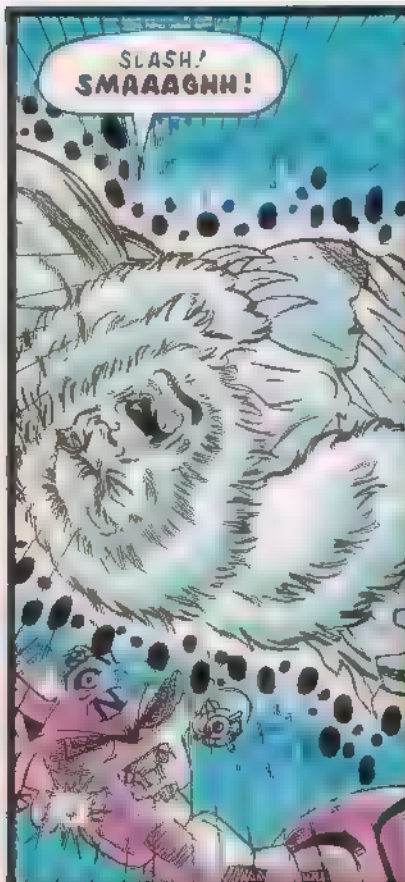
YOUR BOASTS HELP US A LITTLE, TRIDENT THE FUTURE WILL JUDGE US BY OUR ACTIONS.

RELAX, BLADE. THE BIGGER THEY COME

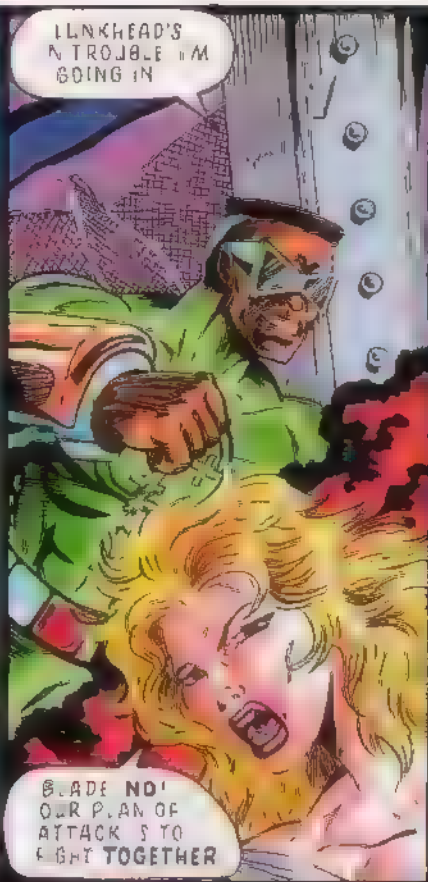








SLASH!  
SMAAGHH!

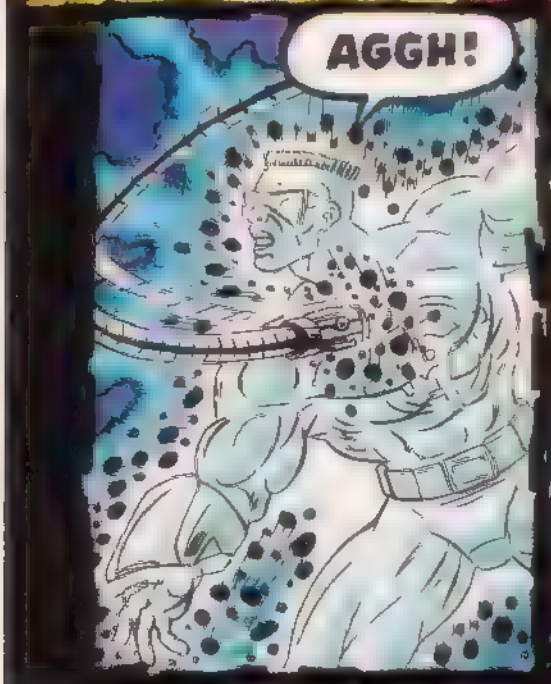


LINKHEAD'S  
N TROUBLE I'M  
GOING IN

BLADE NO!  
OUR P.L.A.N OF  
ATTACK S TO  
FIGHT TOGETHER



I ALWAYS WORKED  
BEST ALONE AND I'M  
NOT STOPP NG NOW



AGGH!



COMRADES, WE MUST  
GROUP TOGETHER  
OUR STRENGTH IS OUR  
STRENGTH

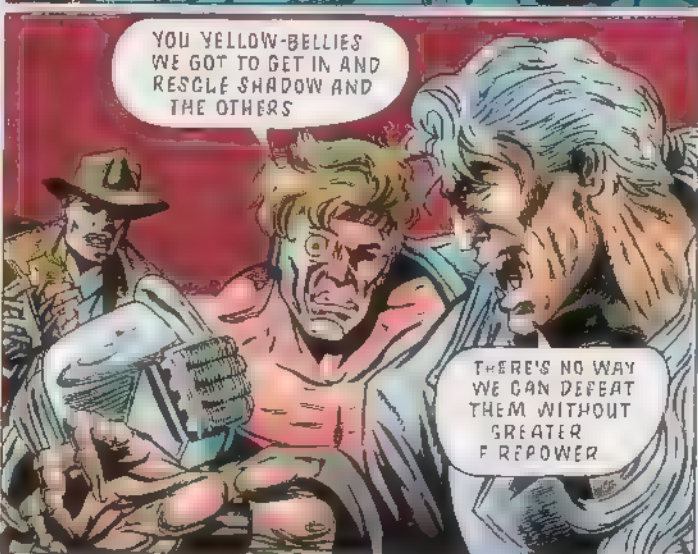




BEHIND ME!  
THESE BUSTERS  
ARE GOING TO NEED  
SOME HEAVY  
BLASTING.

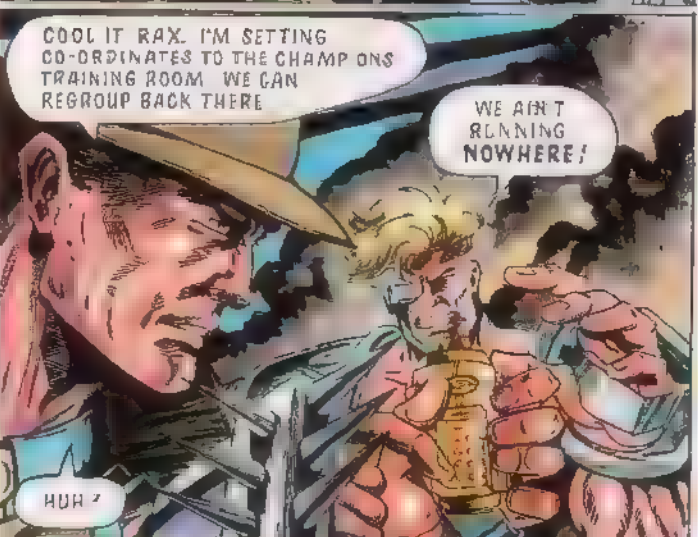


NO! WE'VE LOST THREE  
CHAMPIONS BY DEACTIVATING  
FROM THE PLAN. NO D BACK!



YOU YELLOW-BELLIES  
WE GOT TO GET IN AND  
RESCUE SHADOW AND  
THE OTHERS

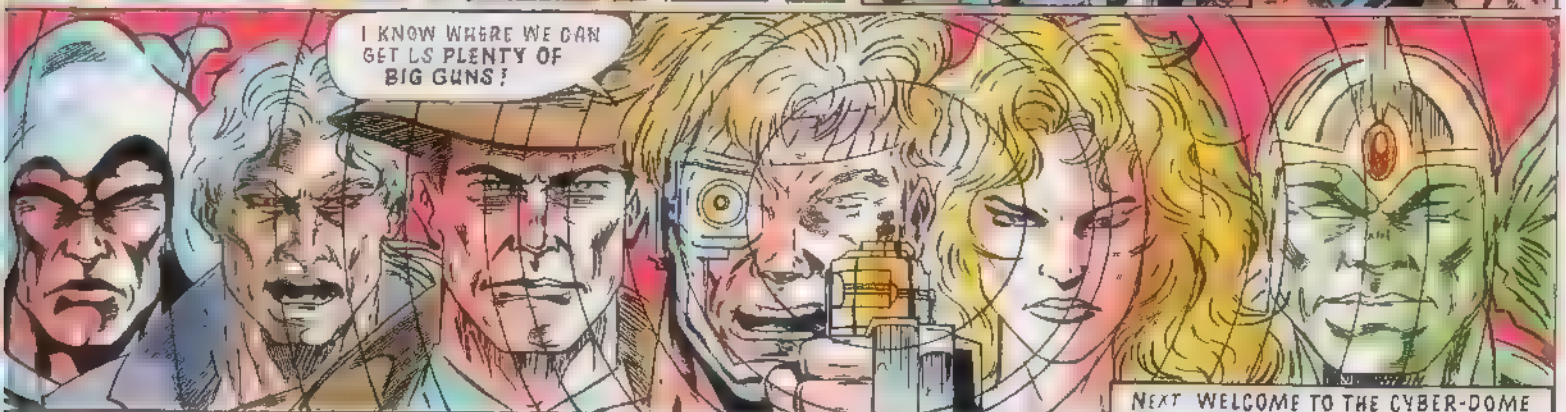
THERE'S NO WAY  
WE CAN DEFEAT  
THEM WITHOUT  
GREATER  
REPOWER



COOL IT RAX. I'M SETTING  
CO-ORDINATES TO THE CHAMPIONS  
TRAINING ROOM. WE CAN  
REGROUP BACK THERE

WE AIN'T  
RUNNING  
NOWHERE!

HUH?



I KNOW WHERE WE CAN  
GET LOTS OF  
BIG GUNS!

NEXT: WELCOME TO THE CYBER-DOME



# NEWS Zone

## LIVE FROM LAS VEGAS!

### Sega shines at the Big Game show

Dateline: Las Vegas, January 1994. This report of the 1994 Winter Consumer Electronics Show comes to you from the gaming capital of the world, where all the latest developments in the world of video gaming are first unveiled. STC's own Vincent Low was there.

Sega put on a big display befitting a company who not only took on the mighty Nintendo (who?) in the US market, but is beating them on the 16-bit console front. There were many new arcade titles, as well as a number of new Mega CD games (see following details), while the much-anticipated 32-bit console code name Saturn was kept behind-the-scenes and shown in its incomplete form to a select few. One new console that was revealed to the public was the amazing new CDX, or Mini-Mega (see separate item in this issue).

On the coin-op arcade front, four Sega Virtua Arcade machines were on show, hooked up to massive projection screens and running the new Virtua Formula game. The hugely popular new arcade game Virtua Fighters was also there - and was packed out for most of the time.

### MEGA CD

Much activity is currently taking place around the Mega CD. The goodies on display included:

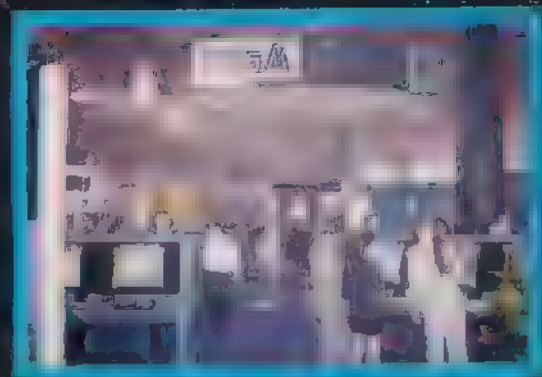
**Dracula Unleashed** (featuring great quality video clips), **Soulstar** from Core Design (a classy little shooter), **Jurassic Park** (some good video clips, but it looked dull), **Double Switch** (another Night Trap style game, but with much more depth), **Battlecorps** (a Battlefield type game, where you control a tank in a 3D landscape), from Core Design was in early development, **Cliffhanger** from Sony (featured film clips, incredible stunts and sequences, but dull gameplay).

### MEGA DRIVE

The **Edge** is a new modem-type peripheral that will allow two Mega Drive's to be connected via the telephone. Players can not only battle each other head-to-head, but they also have the ability to talk to each other at the same time! It comes from AT&T, the huge US telephone company, and should be available in the States this summer for around \$100. At present, there are no plans to convert it for the UK. A big incentive in America is that, unlike Britain, most local calls are free.

Not surprising, one of the most popular areas at the show was the **Sonic The Hedgehog 3** stand. Game players mobbed this stand for a chance to have the first hands-on experience of Sonic's newest adventure. All left very disappointed.

One of the strangest Mega Drive games on display was **Barney the Dino**. Barney is a purple dinosaur who appears in his very own popular



**Barney**, showing TV cartoon characters in America. The game is very straightforward and is pitched at the very young.

Other Mega Drive goodies on show featured: **King of the Monkeys** (from Tokai), **Fatal Fury 3**, and **Joe and Mac**. Thompson had two sports games, **Superman** and **Super NBA Basketball**, which looked average.

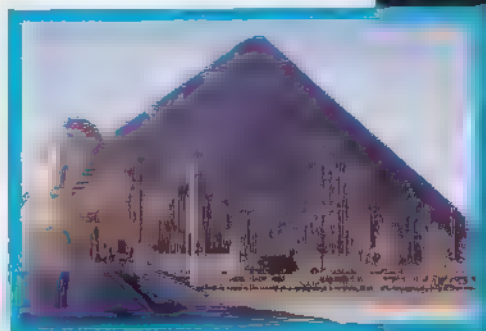
**Samurai** had a platform game called **Bratol**, **Pinball Dreams** (converted from the Amiga), and a **Miguel Mansell** racing game. For SNK there was another **Blazer** (from Working Designs), which looked pretty basic, but had plenty of depth and challenge for those long winter nights!

**Star Trek: The Next Generation** for the Mega Drive looked a pretty average RPG, an old **Shadowrun**, **World Heroes** (from the SNK), a music game, looked OK, but was quite a slow player. **Sakura**, a shooting game, was similar to the golden oldie **Thrust**, from the C64 and Spectrum etc.

**Utopia** is cracking on with its Mega Drive title (up for 1994) and **Overwatch** (Awesome Baby Pussies) (a platform game with almost continuous levels), **Interplanetary Livestock** (interesting characters that plays like most platform games), and **Grindstorm** (a great little shooter). Fans of **Lawrence of Arabia** can get the game of the film with music, it has some novel touches with 3D scrolling, lockings and platform sequences.

**Thomas** was working away at **Supers** (an average-looking platformer) and **EMI** had two RPS games: **Night and Magic** (a bit like **the Book of the Dead**).

**Teenage** is coming out of the gate with some good-looking products. **Blat** (Pawnee looks just like the cartoon series) is pitched firmly at the younger player, while **Spasmatic 2** (Twisted is a stunning game with the most incredible digitized speech and music that raises among the best ever heard on a game).



### GAME GEAR

There was little to offer in the way of surprises. In fact, the only real points of interest were **Donald Duck in Gumbo** (a platformer), **Donkey Kong** (another great platformer), **Donkey Kong**, and some UK sports games of limited interest to Europe.

And so we end the Winter CES. The whole circus moved into Chicago in the summer, where even more new games and new hardware will be revealed. Goodbye, Las Vegas!



## NEW SEGA 16-BIT PORTABLE



### Mega Drive and Mega CD in amazing mini-unit

It's known in America as the Sega Genesis CDX. Over here it will be called the **Sega Multi-Mega**. Whatever you call it it's the dynamite new addition to Sega's console range. A Mega Drive and Mega CD packed into a unit not much bigger than a portable audio CD player.

Slot in a couple of AA batteries and it becomes an audio CD player, giving you music wherever you go. Plug in an AC adaptor, connect it to a TV, plug in a joystick, and you've got a console that will play any Mega CD game from its disc compartment. Or alternatively, any Mega Drive game through its built-in rear cartridge port.

Weighing in around 1.6 lbs, measuring 7.8" wide, 5.5" deep and 1.8" high, the **Multi-Mega** will come bundled with Sega's 6-button joystick, an AC adaptor and a pair of Mega CD games. The games are likely to be *Sonic CD* and *Ecco CD* - though plans haven't been finalised as of going to press. Official release date for the UK is planned to be April this year.

Sounds too good to be true? Well, before you rush out and order a **Multi-Mega**, bear in mind that it will cost around £350 and there will, initially, only be limited quantities available.

That aside, the **Multi-Mega** is an extremely impressive, extremely cool piece of kit. STC will bring you more news as we get it.

NEWS

## SONY HANGS SLY - TARGETS TEXAS

### Movies move in on Mega CD

Two new Mega CD games out this month from Sony Imagesoft owe their existence to movies.

**Cliffhanger** (the 1993 film starring Sylvester Stallone) is a movie of last year and features almost 20 minutes of digitised footage from the actual film, including all the action. It's a Mega CD game but adds a high-speed 3D snowboard simulation, unique to the Mega CD version.

From the game-of-the-film to the film-that's-a-game, **Ground Zero, Texas** is the latest of the new breed of "interactive movies" (films produced specially for the multi-media format). It's a Mega CD game, in which the player can choose to watch the film or play the game, or a combination of the two. The game is a 3D simulation of a snowboard race, with the player's actions affecting the outcome of the race.

**Cliffhanger** (the 1993 film starring Sylvester Stallone) is a movie of last year and features almost 20 minutes of digitised footage from the actual film, including all the action. It's a Mega CD game but adds a high-speed 3D snowboard simulation, unique to the Mega CD version.

**Cliffhanger** and **Ground Zero, Texas** are out now for the Mega CD, priced £44.99 each. **Cliffhanger** (rated PG) contains two disks and may have a PG or older classification.

## CLIFFHANGER





# Shinobi

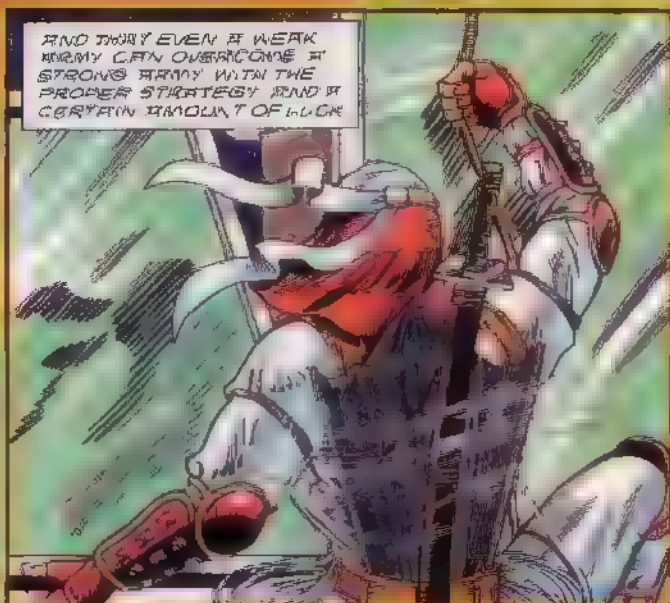
## ART OF WAR



THE NIO ZED BUILDING TOKYO

IF SUN Tzu'S ART OF WAR \* TEACHES US ANYTHING, IT IS THAT THE SUPREME ACT OF WAR IS TO SUBDUCE THE ENEMY WITHOUT FIGHTING

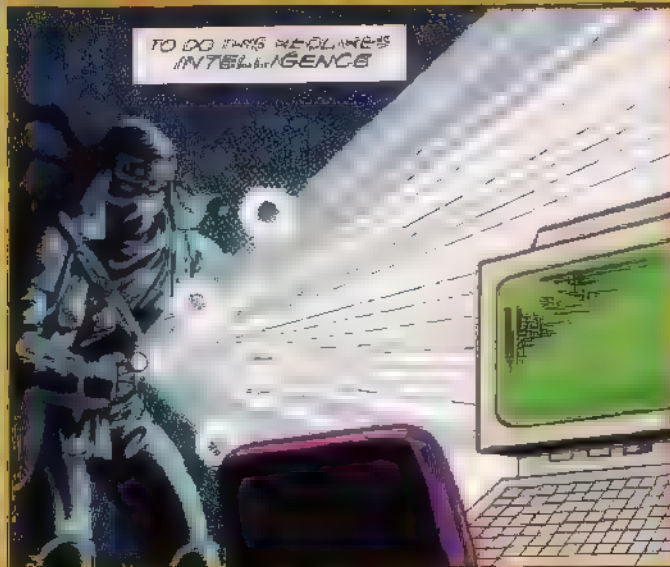
\* THE CLASSIC BOOK ON BATTLE STRATEGIES - MESSADROID



AND THEY EVEN A WEAK ARMY CAN OVERCOME A STRONG ARMY WITH THE PROPER STRATEGY AND A CERTAIN AMOUNT OF LUCK



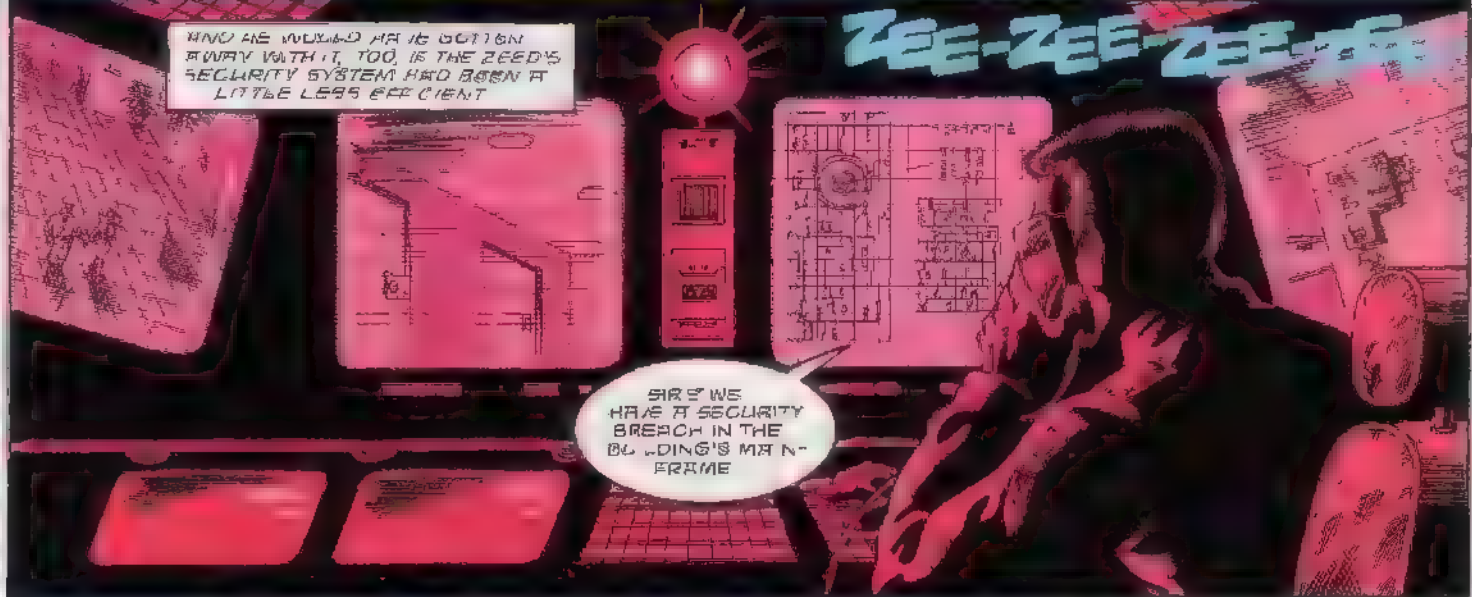
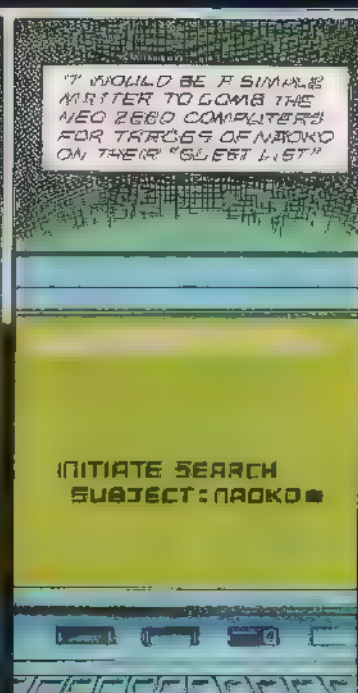
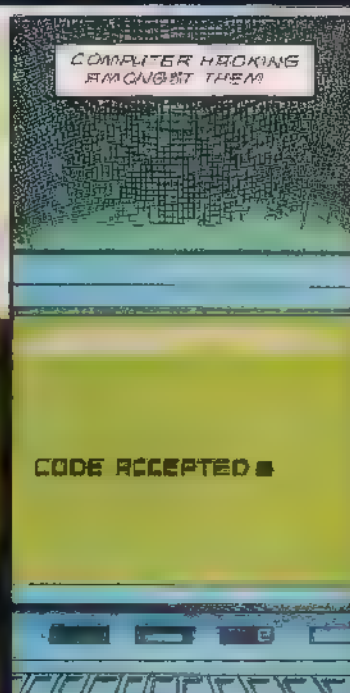
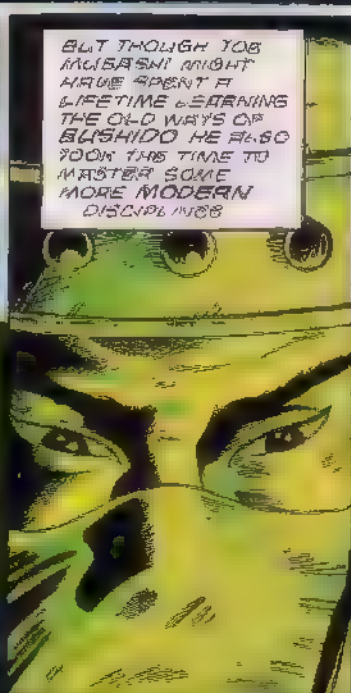
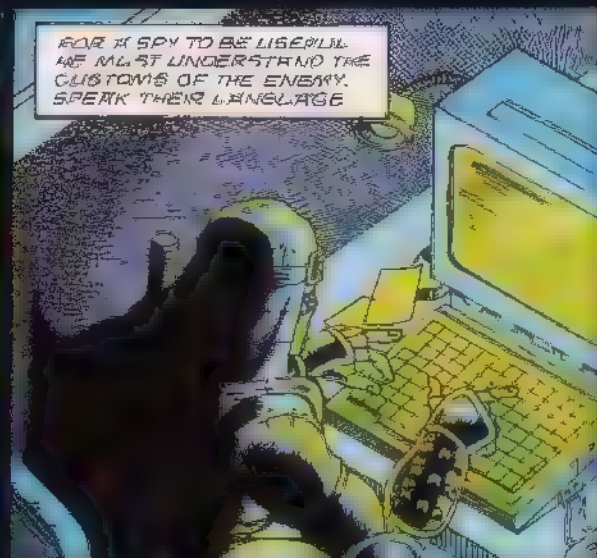
THE RIGHT STRATEGY DEPENDS ON ANOTHER OF SUN Tzu'S PRECEPTS KNOW YOUR ENEMY.



TO DO THIS REQUIRES INTELLIGENCE

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A NINJA  
MUST OFTEN WORK  
IN THE DARK. EYES ALONE  
ARE NOT ENOUGH. THE ADEPT  
MUST TRAIN HIS MIND TO  
LEARNING TO SEE  
WITHOUT EYES

HOW CAN  
ONE DO THAT  
SENSEI?

PUT  
THAT ON

NOW  
PREPARE  
TO DEFEND  
YOURSELF

I-I CANNOT  
SENSE! HOW  
WILL I KNOW  
WHEN YOUR  
ATTACK WILL  
COME?

CLEAR  
YOUR MIND  
RELAX YOUR  
STANCE DO NOT  
THINK OF  
DEFENDING MY  
STRIKES

WHEN MY  
ATTACK COMES,  
YOU WILL REACT  
FASTER THAN  
THOUGHT  
ITSELF.





THWAKK!

GOOD, YOUR HAREGEI™ IS STRONG WITH MUCH TRAINING, IT WILL BECOME STRONGER

\* HAREGEI, A NINJA'S NATURAL IN-BUILT RADAR—MEGADROID

BUT YOU ARE INEXPERIENCED. YOUR HAREGEI WORKED BECAUSE I DID NOT MISDIRECT IT

MISDIRECTION IS THE KEY TO VICTORY

EVEN THE SIMPLEST MISDIRECTION CAN CONFOUND THE MOST ACUTE OF SENSES—HAREGEI INCLUDED.

SEE WHAT I MEAN.

水戸市街



MISDIRECTION

MUSASHI CURSES HIMSELF FOR A FOOL

OF COURSE, THE ZEED WOULD BE ALERTED THE MOMENT A TERMINAL WAS SWITCHED ON WITHOUT AUTHORITY

THE ZEED PROBABLY ALREADY KNEW SOMEONE WAS IN THE BUILDING

IT WOULD BE ONLY A MATTER OF TIME BEFORE THEY SENT SECURITY GUARDS TO INVESTIGATE

HE HAD ONLY MINUTES TO LOCATE NAROKO AND MAKE HIS GETAWAY

MAYBE NOT EVEN THAT LONG

NEXT DEATH IN A LIFT-SHAFT





ne

# Aladdin

## SPECIAL

The most praised Menz

# SPECIAL



## LEVEL

2

## LEVEL

3

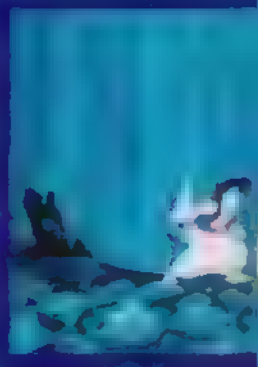
Run right, jump up

LEVEL

4

## LEVEL

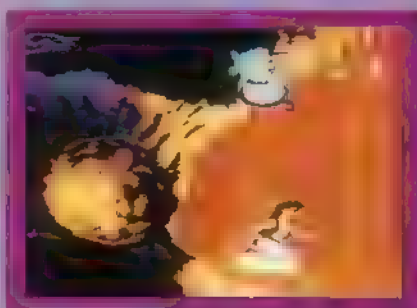
WAS THE golden statue with four swords as well as the four stars on his golden disc.





## LEVEL 6

Keep running and jumping right. Each time you jump, make sure you are standing right on the edge otherwise you may end up in the lava. At the end of the tunnel where the rocks fall behind you, be sure to stand on the red lava before you jump or you won't make it (see screenshot).



## LEVEL 7

A great round for notching up a big score. Keep watching the blue hands for a guide to which way you should move - up or down. When you see a 7 or two hands appear at the same time always stay at the bottom.



## LEVEL 8

Jump onto the genie head and bounce right. Grab hold of the heads, go right to the end, then jump down onto a hand. Jump right onto a moving hand, jump onto another hand, then up onto a gold band. Go right and stand next to an arrow pointing upwards. You should now be jumping in the air. Climb up the moving hands, then grab hold of the blue heads. Go right and fall onto an orange cushion. Now, jump up and grab onto a balloon. Keep jumping from balloon to balloon heading right. When you reach the end, land on a 'rest' cushion. Go right and jump into the big blue hands. Head down past the letter B, then go right, jumping across the genie heads. Land on a 'rest' cushion and go down, right and onto a moving hand. Jump off two more flicking hands and grab hold of the blue heads. Head right across the hands, then jump up into the blue trail. Keep going right, across further hands and enter the genie's mouth to finish.

## LEVEL 9

Walk left across the flamingos and stones to reach the magic carpet. Use your sword constantly whenever you're on the carpet to get rid of those pesky parrots. Now, go right and climb up the gold rope. When you reach the top, go left and onto the carpet. Head right, and once you have landed, get on the carpet - again! Once you're on the ground, jump left across the platforms. Now, jump up and grab hold of the top rail. Go right, and when you see the monkey's cage, jump up to release him. Continue right, down the rope, left, down the black hole and right to end.

Go right, then up the steps. Now, keep throwing apples at the parrot and hit the ghosts with your sword. After several hits, the parrot will be deceased!

## LEVEL 10 JAFAR'S PALACE

Go right, jumping over the fire. Fall down past the swinging ball & chains. Once on the ground, go right for extra energy, then continue left and onto the carpet. Jump off to the right as soon as the carpet leaves near a platform. Continue right, then climb down the gold rope. Go up the next rope for more energy, then continue left and onto the carpet.

### FINAL GUARDIAN

When Jafar is trying to put you in with his magic beam, keep to the right. As soon as it stops, approach him and throw apples, then immediately retreat. After several hits he will turn into a fire-breathing Cobra snake. Fly and jump over the fence while throwing apples at the snake. After several hits you should have completed the game. Go on to King Princess Jasmine.



Avoid Jafar's peeling power and throw the apples to end his evil ways.

Anna

If you still didn't manage to get through Aladdin, just wait until the next 2 Zone. I have an excellent cheat lined-up to make the game a complete doddle!

### TOP TIPS

Try to use the apples wherever possible to kill the baddies. That way you don't risk being hit.

Buy as many lives as you can at the pedlars stalls. Remember you need five gems for each additional life.

The blue genie tokens offer you a chance on the fruit machine-type game at the end of a level. The more you collect, the more tries you can have.

Always touch the blue vases, so that if you die you can re-start from the same point.

Remember that the blue hearts give you extra energy. There are loads of them lying around the game, so keep a look out.



Watch the parrot lose his feathers as Aladdin throws the deadly apples.



TAILS' AND ERROL'S QUEST TO RESCUE SHIROB, THE MISSING ENCHANTER KING, LOOKS LIKE IT MAY HAVE COME TO AN END.

THE PIT BEAST! HE'S COME FOR ME, SAVE YOURSELVES!

YUM! YUM! YUM!

Tails

NO WAY SHIROB! WE'RE NOT LEAVING YOU!

I'VE DONE IT!

WOTCHA DOIN' THERE? DON'TCHA KNOW I'M SPOSED TO EAT HIM?

QUICKLY ERROL... I DON'T THINK THE PIT BEAST LIKES US TAKING HIS SUPPER..





I CAN'T FLY  
AND CARRY BOTH  
OF YOU...

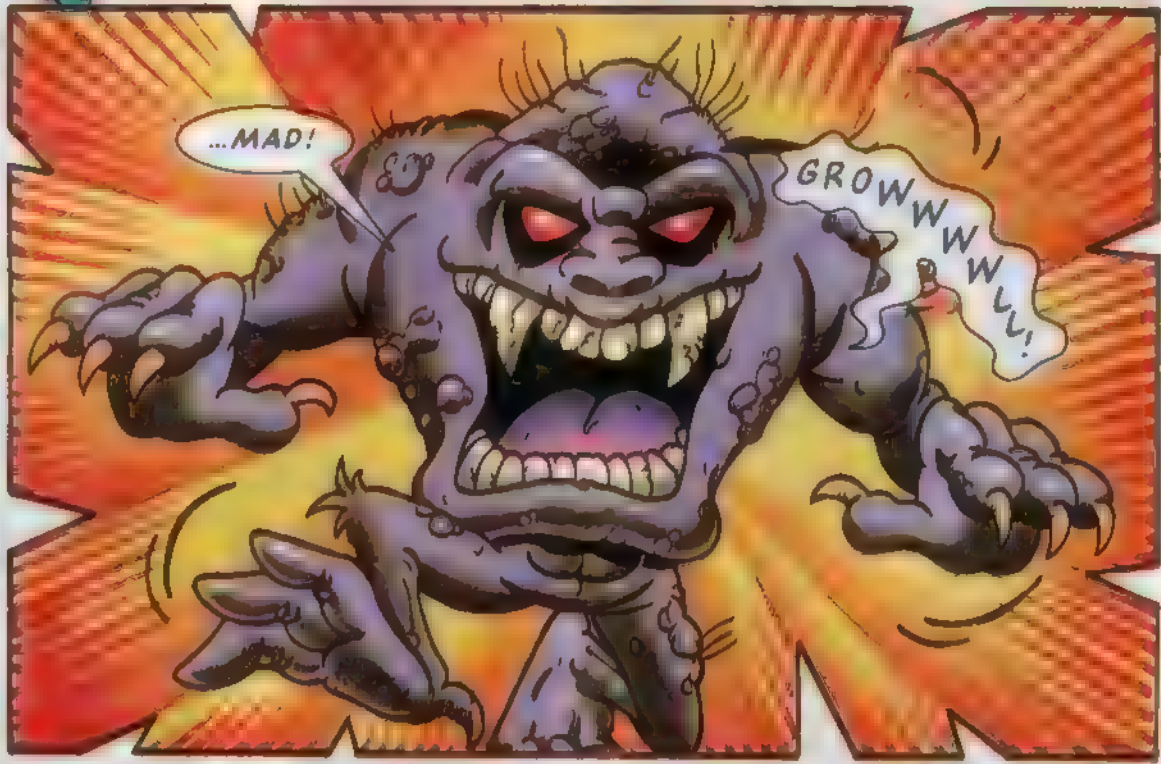
WHERE  
WOULD YOU  
FLY TO? WE'RE  
IN A PIT,  
REMEMBER?



WE'LL  
HAVE TO TRY  
AND MAKE IT TO THE  
TUNNEL, THIS  
WAY!



THOSE  
TWO CREEPS  
JUST TOOK MY  
DINNER. AND  
THAT MAKES  
ME



...MAD!

GROWWWWWL!



QUICKLY,  
WE'LL BE SAFE  
IN HERE!



LOOK,  
EVEN I CAN  
TELL WE'RE NOT  
GOING TO MAKE IT!  
ONE OF US WILL  
HAVE TO FIGHT  
THE BEAST!

TAILS.?

NO TIME  
TO ARGUE, RUN  
FOR IT!











# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence related info.



## Sonic the Show-off

Dear STC,

I was going to write to complain about someone... Sonic! As Sonic is a blue streak of show-off, I was getting sick and tired of seeing him a-/i the time. I would just like to say that I for one am glad that you did something about Sonic getting all the attention, now that Tails has his own comic strip. Richard Andrews, Wilnecote, Staffs. MD owner. Sonic Water Fun Game Winner.



Phew, I'm glad you were going to write and complain. Just think what might have happened if you actually were bold enough to speak up!

### DECLARE DECAP

Unfortunately, we do not have a name and address for this artist home.

## Special Player

Dear STC,

I like your comic and I also loved the Sonic the Hedgehog 2 game. I played it all the time on my Sega MD. I go to a special school and your comic helps my reading.

Tommy Clifford, Hayes, Middlesex. MD owner.

Sonic Water Fun Game Winner.



Thanks, Tommy. Hope you have as much fun with Sonic 3 - not to mention future issues of STC!



### A TOAST TO SONIC

What did you want - Jam on it!

David Heyward, Hawley Hill, Surrey. Sonic Water Fun Game Winner.



## When Will I Be Famous?

Dear STC,

I'm not one to complain, but I've written in three times and you haven't even printed one of my letters yet. Some people just put: "Is this the shortest letter you've ever had", and you bother to print it, while others put a lot of effort in. So, please could you print this or I'll scream.

David Brown, Surbiton, Surrey. MD owner.

Sonic Water Fun Game Winner.



Nothing personal, David. STC gets hundreds of letters every week, if we printed each one, we'd have no room to print anything else. Now keep quiet, there's a lot a lazy humes trying to sleep round here!

## Tails 'Terrorist'

Dear STC,

So, you've done something right for once and satisfied the wishes of the silent majority. I'm referring to the Tails strip, which my friends and I are very pleased about, but are disappointed that it's only four pages long. Tails deserves a strip the same size (if not bigger), than Sonic's. If that really wasn't possible, at least Tails could've been given an average five pages. If you think that you can keep the country's many Tails fans quiet by giving their favourite character the smallest strip in STC, you're heading for trouble. Unless you increase the pages of the Tails strip, I shall personally come to the office and burn it to the ground with my own copy of issue one. Take the hint?

Sarah Rose, Boothstown, Manchester.

MD owner.

Sonic Water Fun Game Winner.



Right on, Sarah. But if you do that you'll also destroy all the new Tails stories we've got coming up! Now what do you really want, more Tails in STC or a lot of slightly charred humes? Don't think too long about it.

## DECAP



ATTACK

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these Fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging. It's portable, it's fun and it's well!

The Sonic Water Fun Game is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.





# NEXT ISSUE...

# IT FLIES! IT SPINS! IT'S FREE!

## IT'S THE SONIC SUPER SPINNER!

Max out with this mini flying disc. Perform spin attacks worthy of Sonic himself and freak out those Sega-less saddos! It's a cool green flying machine and it's yours - next issue!



## PLUS!

**SHE'S CUTE, SHE'S PINK, SHE'S TROUBLE!**

## AMY'S COMING TO SONIC

**- NEXT ISSUE!**

## PLUS!

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**SONIC THE COMIC**

# 21

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5th MARCH**

**£1.10**

**MISS IT AND  
FOREVER REGRET  
IT!**

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9EU

## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

..... AGE.....

## HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 20  
OF **STC?**

